

THE WILD BUNCH

© KEVIN SMITH

Conversion by ISCA SOFTWARE

THE GAME

A man has been shot and you are discovered with a smoking Colt 45 at the scene of the crime. Make a careful note of the dying man's description of his killer—this is a vital clue that may help you prove your innocence. Meanwhile the Sheriff has set a Pinkerton Agent on your trail while you attempt to identify and capture the member of The Wild Bunch who committed the murder, and bring him to justice.

Hunted by the law and on the run, you must keep your strength up and avoid getting killed: by playing poker for food, guns and ammunition. And it takes strength and guts to face a showdown with The Wild Bunch...

LOADING

1. Place the tape in the cassette unit and rewind to the beginning.
2. Hold down CTRL and press the small ENTER key.
3. Press PLAY on the cassette unit.

NOTE: Full loading instructions can be found in your AMSTRAD CPC 464 manual.

PLAYING THE GAME

There are three levels of difficulty (3 is the hardest).

A few hints to help you:

- * Your task is to find the real murderer, from the description given, by tracking down five members of The Wild Bunch.
- * The telegraph office will provide clues to the whereabouts of the Pinkerton Agent and The Wild Bunch.
- * If you enter a town already inhabited by the Pinkerton Agent you will be arrested.
- * While playing poker in the saloon, only the significant cards will be shown on screen.
- * When you enter a town your combat strength is increased.
- * You can conserve strength by buying weapons and ammunition. Bullets are bought in boxes of 50.
- * When you find a member of The Wild Bunch you may elect to face him in a gunfight. As soon as he goes for his gun press any key: it is important not to do this until he makes his move.
- * More points are gained for shooting than capturing...

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